

Bash Roulette Option B Necromantic Horror Team 11s Exhibition

#	NAME	POSITION	MA	ST	AG	PA	AV	SKILLS	HIRING FEE	SPP
1	Player Name	Flesh Golem	4	4	4+	-	10+	Regeneration, Stand Firm, Thick Skull, Guard	115.000	-6
2	Player Name	Flesh Golem	4	4	4+	-	10+	Regeneration, Stand Firm, Thick Skull, Guard	115.000	-6
3	Player Name	Werewolf	8	3	3+	4+	9+	Claws, Frenzy, Regeneration, Block	125.000	-6
4	Player Name	Werewolf	8	3	3+	4+	9+	Claws, Frenzy, Regeneration, Wrestle	125.000	-6
5	Player Name	Wraith	6	3	3+	-	9+	Block, Foul Appearance, No Hands, Regeneration, Sidestep, Tackle	95.000	-6
6	Player Name	Wraith	6	3	3+	-	9+	Block, Foul Appearance, No Hands, Regeneration, Sidestep, Guard	95.000	-6
7	Player Name	Ghoul Runner	7	3	3+	4+	8+	Dodge, Sneaky Git, Dirty Player (+1)	75.000	-14
8	Player Name	Ghoul Runner	7	3	3+	4+	8+	Dodge, Block	75.000	-6
9	Player Name	Zombie Lineman	4	3	4+	-	9+	Regeneration	40.000	0
10	Player Name	Zombie Lineman	4	3	4+	-	9+	Regeneration	40.000	0
11	Player Name	Zombie Lineman	4	3	4+	-	9+	Regeneration	40.000	0

 Tier: 2 56 SPP over allowance.

COACH NAME	repto	REROLLS	2 / 8	70.000
TEAM VALUE	1.090.000	ASSISTANT COACHES	1 / 6	10.000
CURRENT TV	1.090.000	CHEERLEADERS	0 / 12	10.000
TREASURY	-90.000	DEDICATED FANS	0 / 6	10.000

Gnome

COACH NAME

Sim_vom_Niw

TEAM NAME

Tír na Nóg Titans

SIDELINE

Apothecary

Assistant coaches

Cheerleaders

Dedicated fans

Re-rolls

Yes

1

1

0

6

INDUCEMENTS

No inducements

SPECIAL RULES

• Halfling Thimble Cup

SUMMARY

Option: None

Team budget1150k/1150k

SPP66/70

Max skill stacks3

Star playersNot allowed

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Altern Forest Treeman	2	6	5+	5+	11+	Mighty Blow (+1), Stand Firm, Strong Arm, Take Root*, Throw Team-mate, Timmm-ber!, <i>Block</i>	120k
2	Altern Forest Treeman	2	6	5+	5+	11+	Mighty Blow (+1), Stand Firm, Strong Arm, Take Root*, Throw Team-mate, Timmm-ber!, <i>Block</i>	120k
3	Gnome Beastmaster	5	2	3+	4+	8+	Guard, Jump Up, Stunty*, Wrestle, <i>Dodge</i>	55k
4	Gnome Beastmaster	5	2	3+	4+	8+	Guard, Jump Up, Stunty*, Wrestle, <i>Dodge</i>	55k
5	Gnome Illusionist	5	2	3+	3+	7+	Jump Up, Stunty*, Trickster, Wrestle, <i>Sidestep</i>	50k
6	Gnome Illusionist	5	2	3+	3+	7+	Jump Up, Stunty*, Trickster, Wrestle, <i>Leader</i>	50k
7	Woodland Fox	7	2	2+	-	6+	Dodge, My Ball*, Sidestep, Stunty*	50k
8	Gnome Lineman	5	2	3+	4+	7+	Jump Up, Right Stuff*, Stunty*, Wrestle, <i>Sneaky Git</i>	40k
9	Gnome Lineman	5	2	3+	4+	7+	Jump Up, Right Stuff*, Stunty*, Wrestle, <i>Sneaky Git</i>	40k
10	Gnome Lineman	5	2	3+	4+	7+	Jump Up, Right Stuff*, Stunty*, Wrestle, <i>Sneaky Git</i>	40k
11	Gnome Lineman	5	2	3+	4+	7+	Jump Up, Right Stuff*, Stunty*, Wrestle	40k
12	Gnome Lineman	5	2	3+	4+	7+	Jump Up, Right Stuff*, Stunty*, Wrestle	40k
13	Gnome Lineman	5	2	3+	4+	7+	Jump Up, Right Stuff*, Stunty*, Wrestle	40k
14	Gnome Lineman	5	2	3+	4+	7+	Jump Up, Right Stuff*, Stunty*, Wrestle	40k

Block: When a Both Down result is applied during a Block action, this player may choose to ignore it and not be Knocked Down.

Dodge: Once per team turn, during their activation, this player may re-roll a failed Agility test when attempting to Dodge.

Additionally, this player may choose to use this Skill when they are the target of a Block action and a Stumble result is applied against them.

Guard: When a player performs a Block action (including as part of a Blitz action) this player can offer both offensive and defensive assists regardless of how many opposition players are Marking them.

Jump Up: If this player is Prone they may stand up for free (i.e., standing does not cost this player three (3) squares of their Movement Allowance, as it normally would).

Additionally, if this player is Prone when activated, they may attempt to Jump Up and perform a Block action. This player makes an Agility test, applying a +1 modifier. If this test is passed, they stand up and may perform a Block action. If the test is failed, they remain Prone and their activation ends.

This Skill may still be used if the player is Prone or has lost their Tackle Zone.

Leader: A team which has one or more players with this Skill gains a single extra team re-roll, called a Leader re-roll. However, the Leader re-roll can only be used if there is at least one player with this Skill on the pitch (even if the player with this Skill is Prone, Stunned or has lost their Tackle Zone). If all players with this Skill are removed from play before the Leader re-roll is used, it is lost. The Leader re-roll can be carried over into extra time if it is not used, but the team does not receive a new one at the start of extra time. Unlike standard Team Re-rolls, the Leader Re-roll cannot be lost due to a Halfling Master Chef. Otherwise, the Leader re-roll is treated just like a normal team re-roll.

Mighty Blow (+1): When an opposition player is Knocked Down as the result of a Block action performed by this player (on its own or as part of a Blitz action), you may modify either the Armour roll or Injury roll by the amount shown in brackets. This modifier may be applied after the roll has been made.

This Skill cannot be used with the Stab or Chainsaw traits.

My Ball*: A player with this Trait may not willingly give up the ball when in possession of it. May not make Pass actions, Hand-off actions, or use any other Skill or Trait that would allow them to relinquish possession of the ball.

The only way they can lose possession of the ball is by being Knocked Down, Placed Prone, Falling Over or by the effect of a Skill, Trait, or special rule of an opposing model. E.g. Strip Ball.

Right Stuff*: If this player also has a Strength characteristic of 3 or less, they can be thrown by team-mate with the Throw Team-mate skill.

This Trait may still be used if the player is Prone, Stunned, or has lost their Tackle Zone.

Sidestep: If this player is pushed back for any reason, they are not moved into a square chosen by the opposing coach. Instead you may choose any unoccupied square adjacent to this player. This player is pushed back into that square instead. If there are no unoccupied squares adjacent to this player, this Skill cannot be used.

Sneaky Git: When this player performs a Foul action, they are not Sent-off for committing a Foul should they roll a natural double on the Armour roll.

Stand Firm: This player may choose not to be pushed back, either as the result of a Block action made against them or by a chain-push. Using this Skill does not prevent an opposition player with Frenzy skill from performing a second Block action if this player is still Standing after the first.

Strong Arm: This player may apply a +1 modifier to any Passing Ability test rolls they make when performing a Throw Team-mate action.

A player that does not have the Throw Team-mate trait cannot have this Skill.

Stunty*: When this player makes an Agility test in order to Dodge, they ignore any -1 modifiers for being Marked in the square they have moved into, unless they also have either Bombardier trait, the Chainsaw trait or the Swoop trait.

However, when an opposition player attempts to interfere with Pass action performed by this player, that player may apply a +1 modifier to their Agility test.

Finally, players with this Trait are more prone to injury. Therefore, when an Injury roll is made against this player, roll 2D6 and consult the Stunty Injury table.

This Trait must still be used if the player is Prone, Stunned, or has lost their Tackle Zone.

Take Root*: When this player is activated, even if they are Prone or have lost their Tackle Zone, immediately after declaring the action they will perform but before performing the action, roll a D6:

1. On a roll of 1, this player becomes 'Rooted':
 - A Rooted player cannot move from the square they currently occupy for any reason, voluntarily or otherwise, until the end of this drive, or until they are Knocked Down or Placed Prone.
 - A Rooted player may perform any action available to them provided they can do so without moving. For example, a Rooted player may perform a Pass action but may not move before making the pass, and so on.
2. On a roll of 2+, this player continues their activation as normal

If you declared that this player would perform any action that includes movement (Pass, Hand-off, Blitz or Foul) prior to them becoming Rooted, they may complete the action if possible. If they cannot, the action is considered to have been performed and no other player on your team may perform the same action this team turn.

Throw Team-mate: If this player also has a Strength characteristic of 5 or more, they may perform a Throw Team-mate action, allowing them to throw a team-mate with the Right Stuff trait.

Timmm-ber!: If this player has a Movement Allowance of 2 or less, apply a +1 modifier to the dice roll when they attempt to stand up for each Open, Standing team-mate they are currently adjacent to. A natural 1 is always a failure, no matter how many team-mates are helping.

This Trait may still be used if the player is Prone or has lost their Tackle Zone.

Trickster: When this player is about to be hit by a Block action or a Special action that replaces a Block action (with the exception of a Block action caused by the Ball and Chain Move Special action). Before determining how many dice are rolled.

They may be removed from the pitch and placed in any other unoccupied square adjacent to the player performing the Block action.

The Block action then takes place as normal. If the player using this Trait is holding the ball and places themselves in the opposition End Zone, the Block action will still be fully resolved before any touchdown is resolved.

Wrestle: This player may use this Skill when a Both Down result is applied, either when they perform a Block action or when they are the target of a Block action. Instead of applying the Both Down result as normal, and regardless of any other Skill either player may possess, both players are Placed Prone.

Norse

COACH NAME

Fuel_69

TEAM NAME

The Nordic Dead

SIDELINE

ApothecaryNo

Assistant coaches0

Cheerleaders0

Dedicated fans0

Re-rolls2

INDUCEMENTS

Team Mascot1

SPECIAL RULES

Favoured of Chaos

Undivided

Old World Classic

SUMMARY

Option: None

Team budget1110k/1110k

SPP42/42

Max skill stacks1

Star playersNot allowed

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Beer Boars	5	1	3+	-	6+	Dodge, No Hands*, Pick-me-up, Stunty*, Titchy*	20k
2	Beer Boars	5	1	3+	-	6+	Dodge, No Hands*, Pick-me-up, Stunty*, Titchy*	20k
3	Norse Berserker	6	3	3+	5+	8+	Block, Frenzy*, Jump Up, <i>Tackle</i>	90k
4	Norse Berserker	6	3	3+	5+	8+	Block, Frenzy*, Jump Up, <i>Tackle</i>	90k
5	Ulfwerener	6	4	4+	-	9+	Frenzy*, <i>Guard</i>	105k
6	Ulfwerener	6	4	4+	-	9+	Frenzy*, <i>Guard</i>	105k
7	Valkyrie	7	3	3+	3+	8+	Catch, Dauntless, Pass, Strip Ball, <i>On the Ball</i>	95k
8	Valkyrie	7	3	3+	3+	8+	Catch, Dauntless, Pass, Strip Ball, <i>Sure Hands</i>	95k
9	Yhete	5	5	4+	-	9+	Claws, Disturbing Presence*, Frenzy*, Loner (4+)*, Unchannelled Fury*, <i>Mighty Blow (+1)</i>	140k
10	Norse Raider Lineman	6	3	3+	4+	8+	Block, Drunkard, Thick Skull	50k
11	Norse Raider Lineman	6	3	3+	4+	8+	Block, Drunkard, Thick Skull	50k
12	Norse Raider Lineman	6	3	3+	4+	8+	Block, Drunkard, Thick Skull	50k
13	Norse Raider Lineman	6	3	3+	4+	8+	Block, Drunkard, Thick Skull	50k

Block: When a Both Down result is applied during a Block action, this player may choose to ignore it and not be Knocked Down.

Catch: This player may re-roll a failed Agility test when attempting to catch the ball.

Claws: When you make an Armour roll against an opposition player that was Knocked Down as the result of a Block action performed by this player, a roll of 8+ before applying any modifiers will break their armour, regardless of their actual Armor Value.

Dauntless: When this player performs a Block action (on its own or as part of a Blitz action), if the nominated target has a higher Strength characteristic than this player before counting offensive or defensive assists but after applying any other modifiers, roll a D6 and add this player's Strength characteristic to the result. If the total is higher than the target's Strength characteristic, this player increases their Strength characteristic to be equal to that of the target of the Block action, before counting offensive or defensive assists, for the duration of this Block action.

If this player has another Skill that allows them to perform more than one Block action, such as Frenzy, they must make a Dauntless roll before each separate Block action is performed.

Disturbing Presence*: When an opposition player performs either a Pass action, a Throw Team-mate action or a Throw Bomb Special action, or attempts to either interfere with a pass or to catch the ball, they must apply a -1 modifier to the test for each player on your team with this Skill that is within three squares of them, even if the player with this Skill is Prone, Stunned or has lost their Tackle Zone.

Dodge: Once per team turn, during their activation, this player may re-roll a failed Agility test when attempting to Dodge.

Additionally, this player may choose to use this Skill when they are the target of a Block action and a Stumble result is applied against them.

Drunkard: This player suffers a -1 penalty to the dice roll when attempting to Rush.

Frenzy*: Every time this player performs a Block action (on its own or as part of a Blitz action), they must follow-up if the target is pushed back and if they are able. If the target is still Standing after being pushed back, and if this player was able to follow-up, this player must then perform a second Block action against the same target, again following-up if the target is pushed back.

If this player is performing a Blitz action, performing a second Block action will also cost them one square of their Movement Allowance. If this player has no Movement Allowance left to perform a second Block action, they must Rush to do so. If they cannot Rush, they cannot perform a second Block action.

Note that if an opposition player in possession of the ball is pushed back into your End Zone and is still Standing, a touchdown will be scored, ending the drive. In this case, the second Block action is not performed.

A player with this Skill cannot also have the Grab skill.

Guard: When a player performs a Block action (including as part of a Blitz action) this player can offer both offensive and defensive assists regardless of how many opposition players are Marking them.

Jump Up: If this player is Prone they may stand up for free (i.e., standing does not cost this player three (3) squares of their Movement Allowance, as it normally would).

Additionally, if this player is Prone when activated, they may attempt to Jump Up and perform a Block action. This player makes an Agility test, applying a +1 modifier. If this test is passed, they stand up and may perform a Block action. If the test is failed, they remain Prone and their activation ends.

This Skill may still be used if the player is Prone or has lost their Tackle Zone.

Loner (4+)*: If this player wishes to use a team re-roll, roll a D6. If you roll equal to or higher than the target number shown in brackets, this player may use the team re-roll as normal. Otherwise, the original result stands without being re-rolled but the team re-roll is lost just as if it had been used.

This Trait must still be used if the player is Prone or has lost their Tackle Zone.

Mighty Blow (+1): When an opposition player is Knocked Down as the result of a Block action performed by this player (on its own or as part of a Blitz action), you may modify either the Armour roll or Injury roll by the amount shown in brackets. This modifier may be applied after the roll has been made.

This Skill cannot be used with the Stab or Chainsaw traits.

No Hands*: This player is unable to take possession of the ball. They may not attempt to pick it up, to catch it, or attempt to interfere with a pass. Any attempt to do so will automatically fail, causing the ball to bounce. Should this player voluntarily move into a square in which the ball is placed, they cannot attempt to pick it up. The ball will bounce and a Turnover is caused as if this player had failed an attempt to pick up the ball.

On the Ball: This player may move up to three squares (regardless of their MA), following all of the normal movement rules, when the opposing coach declares that one of their players is going to perform a Pass action. This move is made after the range has been measured and the target square declared, but before the active player makes a Passing Ability test. Making this move interrupts the activation of the opposition player performing the Pass action. A player may use this Skill when an opposition player uses the Dump-off skill, but should this player Fall Over whilst moving, a Turnover is caused.

Additionally, during each Start of Drive sequence, after Step 2 but before Step 3, one Open player with this Skill on the receiving team may move up to three squares (regardless of their MA). This Skill may not be used if a touchback is caused when the kick deviates and does not allow the player to cross into their opponent's half of the pitch.

Pass: This player may re-roll a failed Passing Ability test when performing a Pass action.

Pick-me-up: At the end of the opposition's team turn, roll a D6 for each Prone, non-Stunned team-mate within three squares of a Standing player with this Trait. On a 5+, the Prone player may immediately stand

up.

Strip Ball: When this player targets an opposition player that is in possession of the ball with a Block action (on its own or as part of a Blitz action), choosing to apply a Push back result will cause that player to drop the ball in the square they are pushed back into. The ball will bounce from the square the player is pushed back into, as if they had been Knocked Down.

Stunty*: When this player makes an Agility test in order to Dodge, they ignore any -1 modifiers for being Marked in the square they have moved into, unless they also have either Bombardier trait, the Chainsaw trait or the Swoop trait.

However, when an opposition player attempts to interfere with Pass action performed by this player, that player may apply a +1 modifier to their Agility test.

Finally, players with this Trait are more prone to injury. Therefore, when an Injury roll is made against this player, roll 2D6 and consult the Stunty Injury table.

This Trait must still be used if the player is Prone, Stunned, or has lost their Tackle Zone.

Sure Hands: This player may re-roll any failed attempt to pick up the ball. In addition, the Strip Ball skill cannot be used against a player with this Skill.

Tackle: When an active opposition player attempts to Dodge from a square in which they were being Marked by one or more players on your team with this Skill, that player cannot use the Dodge skill.

Additionally, when an opposition player is targeted by a Block action performed by a player with this Skill, that player cannot use the Dodge skill if a Stumble result is applied against them.

Thick Skull: When an Injury roll is made against this player (even if this player is Prone, Stunned or has lost their Tackle Zone), they can only be KO'd on a roll of 9, and will treat a roll of 8 as Stunned result. If this player also has the Stunty trait, they can only be KO'd on a roll of 8, and will treat a roll of 7 as a Stunned result. All other results are unaffected.

Titchy*: This player may apply a +1 modifier to any Agility tests they make in order to Dodge. However, if an opposition player dodges into a square within the Tackle Zone of this player, this player does not count as Marking the moving player for the purposes of calculating Agility test modifiers.

Unchannelled Fury*: When this player is activated, even if they are Prone or have lost their Tackle Zone, immediately after declaring the action they will perform but before performing the action, roll a D6, applying a +2 modifier to the dice roll if you declared the player would perform a Block or Blitz action (or a Special action granted by a Skill or Trait that can be performed instead of a Block action):

1. On a roll of 1-3, this player rages incoherently at others but achieves little else. Their activation ends immediately.
2. On a roll of 4+, this player continues their activation as normal and completes their declared action.

If you declared that this player would perform an action which can only be performed once per team turn and this player's activation ended before the action could be completed, the action is considered to have been performed and no other player on your team may perform the same action this team turn.